

1 CLAIMS

Sub. B1
Sub. C1
2 1. A game console, comprising:

3 a processor; and

4 ~ a non-removable hard disk drive coupled to the processor, the hard disk
5 drive being configured to store various data associated with the game console.

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7 2. A game console as recited in claim 1 further including a memory
8 coupled to the processor.

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10 3. A game console as recited in claim 1 further including a portable
11 media drive coupled to the processor and configured to communicate with a
12 storage disc.

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14 4. A game console as recited in claim 1 further including a console
15 application stored on the hard disk drive and executable on the processor, the
16 console application configured to implement a user interface to the gaming
17 system.

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19 5. A game console as recited in claim 1 further including a portable
20 memory unit coupled to the processor.

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22 6. A game console as recited in claim 1 wherein the hard disk drive is
23 configured to store game data, audio data, and video data.
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1 7. A game console as recited in claim 1 wherein the hard disk drive is
2 segregated into a plurality of regions, each region for storing a particular type of
3 data.

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5 8. A game console as recited in claim 1 wherein the hard disk drive is
6 segregated into a user data region, an application region, and a console application
7 region.

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9 9. A game console as recited in claim 1 wherein the hard disk drive is
10 segregated into a settings region, a user data region, an application region, a utility
11 region, and a console application region.

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13 10. A game console as recited in claim 1 wherein the hard disk drive is
14 configured to store data associated with multiple saved games.

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16 11. A game console as recited in claim 1 wherein the hard disk drive is
17 configured to store a list of recently used nicknames.

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19 12. A game console as recited in claim 1 wherein the game console
20 boots into a console application stored on the hard disk drive.
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1 **13.** A game console, comprising:
2 a processor; and
3 a hard disk drive coupled to the processor, the hard disk drive being
4 configured to boot the game console and to store data associated with the game
5 console.

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7 **14.** A game console as recited in claim 13 wherein the game console
8 boots into a console application stored on the hard disk drive.

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10 **15.** A game console as recited in claim 13 wherein the hard disk drive is
11 permanently installed in the game console.

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13 **16.** A game console as recited in claim 13 further including a memory
14 coupled to the processor.

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16 **17.** A game console as recited in claim 13 wherein the hard disk drive
17 contains a console application configured to implement a user interface to the
18 gaming system.

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20 **18.** A game console as recited in claim 13 further including a console
21 application stored on the hard disk drive, the console application being configured
22 to generate a listing of user data stored on the hard disk drive.
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1 **19.** A game console as recited in claim 13 wherein the hard disk drive is
2 configured to store application data such that data associated with one application
3 is inaccessible to other applications.
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5 **20.** A game console as recited in claim 13 wherein the hard disk drive is
6 configured to store saved game data such that saved game data associated with a
7 particular game is stored separately from saved game data associated with other
8 games.
9

10 **21.** A game console as recited in claim 13 wherein the hard disk drive is
11 configured to store saved game data in a user data region and configured to store
12 application-related data in an application data region.
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14 **22.** A game console, comprising:
15 a processor; and
16 a hard disk drive coupled to the processor, the hard disk drive being
17 segregated into a first region to store user data and a second region to store
18 application data, wherein user data associated with a particular application is
19 segregated from user data associated with other applications and wherein
20 application data associated with a particular application is segregated from
21 application data associated with other applications.
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23 **23.** A game console as recited in claim 22 wherein the user data
24 includes saved game data.
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1 **24.** A game console as recited in claim 22 wherein the application data
2 includes data to be used during future executions of the associated application.

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4 **25.** A game console as recited in claim 22 further including a console
5 application stored on the hard disk drive, the console application being configured
6 to generate a list of user data stored in the first region.

7
8 **26.** A game console as recited in claim 22 wherein the disk drive is
9 configured to store a list of recently used nicknames.

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11 **27.** A method comprising:
12 identifying a game identifier associated with a game installed in a gaming
13 system, wherein the gaming system contains a hard disk drive;
14 determining portions of the hard disk drive that are associated with the
15 game based on the game identifier; and
16 preventing the game from accessing portions of the hard disk drive that are
17 not associated with the game.

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19 **28.** A method as recited in claim 27 further including saving a current
20 state of the game to the hard disk drive in response to a save game request.

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22 **29.** A method as recited in claim 27 further including retrieving a list of
23 saved games associated with the game installed in the gaming system.

1 **30.** A method as recited in claim 27 further including:
2 retrieving a list of saved games associated with the game installed in the
3 gaming system; and
4 displaying the list of saved games to a user of the gaming system.

5
6 **31.** A method as recited in claim 27 further including:
7 retrieving a list of saved games associated with the game installed in the
8 gaming system;
9 displaying the list of saved games to a user of the gaming system; and
10 executing the game using saved game data selected by the user of the
11 gaming system.

12
13 **32.** A method as recited in claim 27 further including retrieving a list of
14 recently used nicknames.

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16 **33.** A method as recited in claim 27 further including retrieving a list of
17 recently used nicknames associated with the game installed in the gaming system.

18
19 **34.** A method as recited in claim 27 wherein determining portions of the
20 hard disk drive that are associated with the game based on the game identifier
21 comprises:

22 determining a portion of a user data region on the hard disk drive that is
23 associated with the game; and

24 determining a portion of an application data region on the hard disk drive
25 that is associated with the game.

1
2 **35.** One or more computer-readable media comprising computer-
3 executable instructions that, when executed, perform the method as recited in
4 claim 27.

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6 **36.** A method comprising:
7 retrieving a list of recently used nicknames in a gaming system;
8 displaying the list of recently used nicknames to a user of the gaming
9 system; and
10 allowing the user of the gaming system to select a nickname from the list of
11 recently used nicknames.

12
13 **37.** A method as recited in claim 36 wherein the list of recently used
14 nicknames is associated with a game installed in the gaming system.

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16 **38.** A method as recited in claim 36 wherein retrieving a list of recently
17 used nicknames includes retrieving the list of recently used nicknames from a hard
18 disk drive in the gaming system.

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20 **39.** A method as recited in claim 36 further including allowing the user
21 of the gaming system to create a new nickname.
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1 40. A method as recited in claim 36 further including:
2 allowing the user of the gaming system to create a new nickname; and
3 adding the new nickname to the list of recently used nicknames.

4
5 41. A method as recited in claim 36 further including automatically
6 entering the selected nickname into a high score display.

7
8 42. One or more computer-readable media comprising computer-
9 executable instructions that, when executed, perform the method as recited in
10 claim 36.

11
12 Sub A4/ 43. A method comprising:
13 booting a game console from a non-removable hard disk drive integrated
14 into the game console; and
15 storing data associated with the game console on the hard disk drive.

16
17 44. A method as recited in claim 43 further including storing a list of
18 recently used nicknames on the hard disk drive.

19
20 Sub A5/ 45. A method as recited in claim 43 further including storing data
21 associated with multiple saved games on the hard disk drive.

1 **46.** A method as recited in claim 43 wherein booting a game console
2 includes booting the game console into a console application stored on the hard
3 disk drive.

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5 **47.** One or more computer-readable media comprising computer-
6 executable instructions that, when executed, perform the method as recited in
7 claim 43.

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9 Sub 48. A method comprising:
10 initializing a game console using a non-removable hard disk drive
11 integrated into the game console, wherein the game console will not operate unless
12 the hard disk drive is functioning; and
13 storing data associated with the game console on the hard disk drive.

14
15 **49.** A method as recited in claim 48 wherein the stored data on the hard
16 disk drive includes data associated with multiple saved games.

17
18 **50.** A method as recited in claim 48 wherein initializing the game
19 console includes launching a console application stored on the hard disk drive.

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21 **51.** A method as recited in claim 48 further including executing a game
22 application installed in the game console after initializing the game console.
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1 52. One or more computer-readable media comprising computer-
2 executable instructions that, when executed, perform the method as recited in
3 claim 48.

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5 53. A method comprising/
6 launching an application on a game console;
7 identifying a status of a plurality of temporary storage areas on a hard disk
8 drive contained in the game console;
9 if at least one of the plurality of temporary storage areas is empty, assigning
10 one of the empty storage areas to the application; and
11 if all of the plurality of temporary storage areas contain data, clearing a
12 temporary storage area having an oldest timestamp and assigning the cleared
13 temporary storage area to the application.

14
15 54. A method as recited in claim 53 wherein the application is a game.

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17 55. A method as recited in claim 53 further including assigning a
18 particular temporary storage area to the application if the particular temporary
19 storage area contains data associated with the application.

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1 **56.** A method comprising:
2 launching an application on a game console;
3 identifying a status of a plurality of temporary storage areas on a hard disk
4 drive contained in the game console;
5 if a particular temporary storage area contains data associated with the
6 application, assigning the particular temporary storage area to the application;
7 if no temporary storage area contains data associated with the application:
8 if at least one of the plurality of temporary storage areas is empty,
9 assigning one of the empty storage areas to the application; and
10 if all of the plurality of temporary storage areas contain data,
11 clearing a temporary storage area having an oldest timestamp and assigning
12 the cleared temporary storage area to the application.

13
14 **57.** A computer-readable medium for a game console comprising
15 computer-executable instructions that, when executed, direct the game console to:
16 associate user data with a first region of a hard disk drive contained in the
17 game console;
18 associate application data with a second region of the hard disk drive;
19 allow an application to access particular portions of the first region that are
20 associated with the application; and
21 allow the application to access particular portions of the second region that
22 are associated with the application.

1 **58.** A computer-readable medium as recited in claim 57 further
2 comprising computer-executable instructions that, when executed, direct the game
3 console to prevent the application from accessing portions of the first region that
4 are not associated with the application.

5
6 **59.** A computer-readable medium as recited in claim 57 further
7 comprising computer-executable instructions that, when executed, direct the game
8 console to prevent the application from accessing portions of the first region that
9 are not associated with the application.

10
11 **60.** A computer-readable medium as recited in claim 57 wherein the
12 application is a game.